Governmen Publication

BULLETIN 2

CA2\$N IA11 - 79B22

MINICOMPUTERS

Ontario Ministry of Intergovernmental Affairs

Hon. Thomas L. Wells Minister D.W. Stevenson Deputy Minister

Municipal Administration Branch Local Government Division

March 1979

. To the Municipal Clerk:

Please circulate this bulletin or make copies for distribution to councillors or staff of your municipality who may be interested in the subject. Additional copies are available at fifty cents each from the Publications Centre (see page 18).



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INTRODUCTION

In the past decade the use of computers in local government has increased dramatically, particularly in the last few years when the minicomputer burst upon the scene and was hailed as the answer to an administrator's prayer.

In this bulletin we touch upon the highlights of the EDP (electronic data processing) environment in local government, show where the minicomputer fits, discuss how municipalities might best find out whether they need one at all and, if so, the way to get it.

The bulletin does not tell you whether you need a computer or not, or which one is best for you. Only you can do that. What it can do is offer information and guidance that will be helpful if you are a new user or expect to be involved in the computer game in your municipality.

GLOSSARY

While we have attempted to minimize the technical terminology in this bulletin, it is either impossible or awkward to find substitutes for some of them. Here is a short list of words you will encounter with practical definitions.

Application - a specific job, such as payroll

Byte - a unit of measurement of storage capacity, either in the computer's main memory or in external storage.

CPU - central processing unit. The heart of any computer, where processing occurs. Performance or capacity is measured in bytes.

Hardware - the computer equipment, including the CPU, and devices attached to it such as printers, terminals and storage units.

K - thousand. A measure of capacity

Megabyte - million bytes.

Software - computer programs. There are two types of software. System software is generally supplied by the computer manufacturer and is permanently stored in the CPU to operate the computer. Application software are programs that contain instructions for the processing of a particular job.

Software House

 vendors of prepackaged programs or suppliers of programmers on a contract basis.

WHAT CAN COMPUTERS DO?

With recent constraints, the need for economies has become a strong influence upon municipal decision makers, and the computer offers one possible method of reducing labour needs, and costs, in the future. It can also assist in the information-producing process that is so necessary with the increasingly complex demands placed upon municipal staffs and councils.

Probably the most well-known use for computers is in billing -- tax billing and utilities billing. That is because of the high volumes of data, and the amount of data (name, address, account number) that is repetitive. The computer's high-speed processing of this data, its rapid calculations and printing speeds make it economical for these jobs ("applications", in computer talk).

The second most common use of the computer is for payroll. Here we have a low volume of input (employees, rates, hours) but a lot of different output at various times resulting from this basic information (pay cheques, payments to governments, T-4's, unemployment insurance, pension, departmental cost reports, income-tax reports, time reports). These reports require simple sorting, summarizing and printing operations that are done quickly and easily by computer but are time-consuming for clerical staff.

Both applications, billing and payroll, are often done on other people's equipment -- service bureaux -- and are among the first to be implemented on in-house equipment. They are followed by other accounting-related applications, such as tax and utility receivables, general ledger, budget and financial reporting. For this reason the computer is usually located in the finance department. However, there are many more potential applications for computers, as a number of municipalities in Ontario and elsewhere have discovered.

Consider, if you will, the following ways in which the computer can directly and indirectly affect the achievement of the delivery of programs and services:

- Assist support services by improving administrative systems. (council agenda, purchasing)
- Supply management information to assist delivery of services. (maintenance management, receivables analysis)

- 3. Achieve cost reductions in administrative, support, or operational systems; and thereby permit more resources to be directed towards delivery of services. (mailing labels, billing)
- 4. Use directly in operations to improve response times and service. (tax inquiries, police dispatching)
- 5. Provide strategic planning assistance to decision-makers, such as comparative evaluations of alternatives. (modelling, forecasts)
- 6. Generate reports to council and senior administrators to assist them in managing the municipality. (financial, performance measurement)

It has been said that the computer can become a valuable tool for municipal managers and politicians, a tool that can help save substantial sums and, in some cases, lives.

This is not to say that everybody needs a computer right away, or can necessarily obtain all of the above benefits soon, if ever. In many cases the costs are still prohibitive. The actual benefits differ for each user.

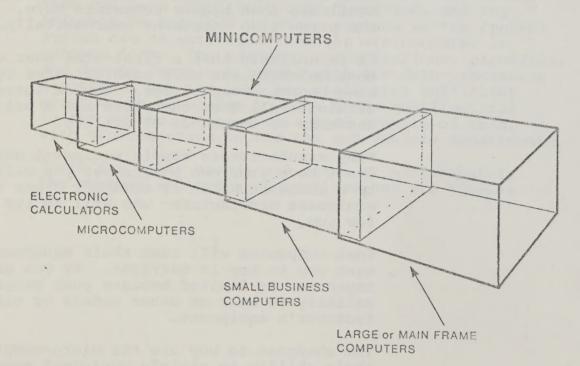
Therefore, each municipal manager must determine for himself to what extent he can make use of the computer, and the cost-benefit ratio in his own case.

WHAT IS A MINI?

Nobody can define a minicomputer with exactitude or in a manner that is acceptable to everybody. This is because there is considerable overlap in types of computers.

Thus, the bottom end of the minicomputer group, the so-called "micro" computers, overlap the upper end of electronic accounting machines, while the upper end of the minicomputer group overlaps the lower end of the mid-sized computers. The major difference is power or capacity of the central processing unit, which indicates the extent to which human operations can be eliminated, and the expandability of the computer. These ranges are marked by sharp price differences.

The illustration below may help you to see more clearly how the minicomputer fits into the computer picture. To oversimplify somewhat, the bigger the box, the more you can put into it.



Let us think of minicomputers as relatively small, cheap computers that require no special facilities for installation -- just plug them in. They are programmable, with a language that is easy to learn and use but often time-consuming to code.

The usual method of input is directly by terminal; someone types information on a keyboard. The programs and files are on discs or disc-packs. There is a central processing unit (CPU), console, visual display terminal(s) that resemble TV screens, and a low-speed printer. They handle one job at a time. Because the minicomputer is relatively inexpensive, it is more limited than the large computer (such as slower processing speed). The hardware will do everything the vendor says it will, but you may have to deal with more than one manufacturer since it is not unusual to find one manufacturer making the CPU and others making the various other devices.

In the early days, minis were quite limited in what they could do, and extremely low in cost. However, as demands for increases in capabilities and capacities increased, these limitations ceased to exist, and so did the low cost. Minis are now mini in very little respects except name. They have large amounts of capacity (several megabytes), lots of software, and almost everything can be made available that bigger computers have. Of course, the price also increases substantially.

It is unlikely that a first-time user will be contemplating the more sophisticated systems that have enormous capacities, complex internal software, terminals all over the place and a price in the hundreds of thousands of dollars.

Many manufacturers supply equipment only. If you don't have your own programmer you will have to go to a software house or somebody other than the equipment manufacturer who will do the programming for you.

Some companies will rent their equipment, but most want you to buy it outright. If you grow, your expansion is limited because your programs are unlikely to work on other models or other manufacturer's equipment.

The cheapest to buy are the micro-computers, but their ability to satisfy municipal needs is untested. Most municipalities to-day are probably considering a purchase price of \$40,000 to \$60,000 for equipment alone.

MINICOMPUTER USERS AND USES

Despite the limitations described above, the number of minicomputer users is growing steadily. This is primarily because of the low cost and basic uses for which they can be used economically.

One major type of user is the small municipality that has only a few applications. Typically, the minicomputer is used for billing, receivables, general ledger, budgets, payroll and possibly maintenance management. A few other applications are under development, and more will be added as the user becomes more experienced. There is at least one programmer/operator and some of the clerical staff operate the terminals. This is typical of many municipalities in Ontario, such as Orillia and Halton Hills. Although some municipalities expect programming to be added to duties of present staff, that person must be a jack-of-all-trades concerning the computer and will have little time for other matters.

The other major user is a department head who has a large-volume application. Typically, his municipality has a medium to large central computer but the data-processing department head has no desire to expand the central system unnecessarily. The acquisition of the minicomputer for the one department had been completely cost-justified, and any information required by other systems on the central system can be extracted from the minicomputer in summary form. The systems, specifications, standards, and design functions remain with the data-processing department but the user has staff with sufficient programming knowledge to make minor modifications to the system. Ottawa is a good example of this, with minicomputers in the tax and vehicle departments.

There are other users, and uses, of minicomputers. The numbers and types of applications are growing.

WHEN TO CONSIDER A MINI

When to consider acquiring a mini, or any other computer, is primarily a matter of cost. Here are some major considerations that might justify the not-inconsiderable expenditure.

- 1. High-volume input or output applications. This is clearly the case with tax billing in many municipalities. Tax billing may also be justified because, with so much municipal experience in this area already, it is often possible to get free programs from another municipality.
- 2. Labour-intensive applications.
 An example of this is the maintenancemanagement system, where a great deal
 of clerical work is required on relatively
 little data. The computer can handle this
 faster and cheaper so that people are
 freed to do other work.
- 3. Many small applications.

 If there are a number of small jobs that add up to a considerable amount of clerical time, perhaps some of which just don't get done, then it is often easy and inexpensive to have the computer do them.
- 4. Regular, timely, relevant reports. It is often impossible for a small municipality with few clerical staff to produce enough regular reports to council or for management purposes soon enough to be of value. An analysis of accounts receivable would fall into this category. Yet such reports may often be done by the computer as a simple by-product of other jobs at nominal costs.

It is also desirable to have the capacity for "exception reporting" where only information that is unusual or requires action is reported in detail. Such reports are cheap to run and are most useful to management.

- 5. Multiple secondary uses of basic data.
 This would include reports to other
 governments and agencies, such as the
 annual financial returns to the province.
 There are also various non-recurring
 requests for information that is already
 in the files and can often be found in
 microseconds by the computer.
- 6. Rising Costs of Alternatives.

 If the alternatives to getting your own computer are costly, then it is worth considering in-house facilities. For example, service-bureau costs may be increasing because you are growing or require more reports. Perhaps you have accounting equipment that must be replaced; a minicomputer might be cheaper. Labour costs are rising but you may need more staff if you don't automate.
- 7. Remote location.

 A municipality that is remote from the labour market or from service bureaux may find it practical to acquire in-house facilities.

The lack of access to labour markets may create difficulties in training and retaining capable staff, thus making it desirable to automate as much of the work as possible.

Remoteness from service bureaux, manufacturers and software houses may severely restrict choices, make servicing difficult, create unacceptable delays in processing or getting results back, or cause programming costs to skyrocket.

The practical solution might well be a relatively inexpensive, reliable minicomputer with your own programmer.

Remember, these are only factors to consider. Although one or more of these conditions may exist in your municipality, it does not necessarily follow that a minicomputer is the best solution for you. However, it may mean that you should consider this as a possible practical alternative that could be cost-justified.

WHAT ARE THE ALTERNATIVES?

There are a number of alternatives to acquiring your own in-house computer, mini or otherwise. Here are the major ones.

- 1. Do nothing.
 It is possible that your best choice is
 to live with your present situation. It
 may be the least of several evils.
- 2. Add more staff.

 This may be the fastest alternative to implement. It may also be expensive.

 Councils don't take too kindly to requests for more staff in these days of constraint.
- This may enable you to automate using better equipment than you can afford yourself. You may also be able to use their programs rather than spend the time and money to write your own. One of the best things about this choice is that if something goes wrong, you don't have to fix it.
- 4. Use another municipality's facilities.
 There are many variations upon this theme.
 For example, you may use another municipality's computer but have to hire your own programmer or operator, or you may have to acquire a terminal. Using another municipality's equipment is much like using a service bureau. Its main advantage is that they are in the same business you are, and you can use most or all of their programs. Its main disadvantage is that running the computer for other people (you) isn't their main business.
- The problem with this option is that the cost is usually close to that of a minicomputer, without the capabilities of a computer. Even the programming can be expensive for the newer models. Nevertheless, there may be a piece of equipment on the market that is just right for you at a price that is low.

Any of these alternatives may be preferable to acquiring a computer.

CHOOSING AN ALTERNATIVE

The minicomputer may be the thing you need, but you won't know until you specify those needs.

One highly recommended method for choosing the most appropriate alternative for your municipality is the feasibility study. In general terms, this feasibility study consists of getting a general idea of your needs and the costs of meeting them in different ways.

What you are after is not so detailed as to be excessively lengthy or expensive, but rather provides a means of evaluating major alternatives so that you can pursue one of them in detail. Remember, the purpose is not to justify a minicomputer or other form of automation, but to find the most appropriate method of meeting your needs.

- i) Identify the applications that are most important to computerize, as well as others that might be desirable in the future. It will then be possible to cost these out with various alternatives, assuming that all of the jobs must be done somehow.
- ii) Visit other municipalities. Talking to their staff, seeing what they do, finding out how much it costs and how they like it, can be done at this stage. On the other hand, there may be enough information on hand to make such trips unnecessary as yet. It is wise to do so before making your final choice, however.
- Costs. When considering the costs, be iii) sure to include ALL costs, of EACH alternative. Thus, the minicomputer costs include purchase of hardware, which may run upwards of \$60,000 (or rental over various periods), PLUS the programming costs that could be as much or more. Even programs that are already in operation somewhere else will have to be modified to fit your needs and equipment. Don't forget the costs of running the system, of adding programs and maintaining the ones you will have. Consider the possibility of hiring a programmer. Other municipalities and vendors are two good sources of approximate costs.

- iv) Staffing. Each alternative will entail changes in staff or the nature of the work they do. Try to cost out the differences.
- v) Payback period. One of the important things to remember is to use a reasonable period of time over which costs should be justified. This is known as the payback period. Although new equipment comes on the market regularly, if you have planned well, there is no really sound reason to expect your equipment to last less than five to seven years, so project all costs (including inflation) over a five year period.
- vi) Benefits. The other half of the study considers the benefits. Under some alternatives there are certain advantages that other alternatives do not have, or there may be limitations that should be highlighted. Be sure that they are identified. For example, it may be important to have instantly accessible information at more than one location; if there are no terminals, this may be impossible to achieve or may cost a great deal.
- vii) Implementation Period. Each alternative will have a different implemention period. This may be an important factor in your analysis. Allow sufficient lead time for programming, testing and also training your own staff.
- viii) Analyses. The result of this work is to produce cost-benefit analyses that can be compared and evaluated. You can then choose the approach that is best for you.
 - ix) EDP Plan. Before you approach vendors, it is essential to know what you will need over the next five years. There is no reason to expect a vendor to anticipate your needs accurately. If you only tell him part of what you really want, he may give you equipment to do that part at an exceptionally low cost -- but when you need to add other

applications, the hardware and/or software may be inadequate and result in expensive and time-consuming upgradings. Many municipalities admit that some of their conversions and upgrades could have been obviated by more time in planning. So think twice, and act once!

Your EDP plan should include what applications (jobs) you expect to computerize, and when each is expected to be operative. If not exact dates, at least the sequence of implementation is necessary. The plan will show what you expect the computer to do, and when.

One word of warning.

While you shouldn't feel restricted in what you want the computer to do, asking for too much too soon may increase the price beyond what you are prepared to pay. So be reasonable, and also indicate what is optional as opposed to what is essential, the necessities and the niceties.

This type of feasibility study and EDP plan can be done yourself, or you may wish to engage professional services. If so, ensure you get the best for your job, as outlined in the publication "Getting More For Consulting Dollars".* One of the major problems identified by a recent Local Government Division survey in Ontario, and by an International City Management Association survey in the United States, is management's lack of understanding of the computer environment. It is, therefore, advisable that the municipal manager become personally involved in this exercise — the more he knows about the general principles, the more his decision-making will be enhanced.

Because the feasibility study includes a cost-benefit analysis of the alternative methods of handling the major applications of the municipality, outside expert resources may be required. However, it may also be possible to get the results of other municipalities' experiences or studies and apply them to your own circumstances. It may even be possible to get the advice of municipal data-processing professionals from another municipality or through their association, the Municipal Information Systems Association (MISA).

^{*&}quot;Getting More for Consulting Dollars: A Guide for Municipalities in Ontario" 47 pages - \$3.00 - available from Publications Centre (see p.18).

SELECTING HARDWARE AND SOFTWARE

Technical experts often put together detailed specifications, and these are certainly useful to vendors in preparing proposals. You may wish to hire an expert to prepare a request for proposal (RFP) for your needs.

On the other hand, as pointed out in ICMA's August 1978 report, "Using Minicomputers in Local Government", small minicomputer vendors often do not have the staff or time to prepare elaborate proposals. Therefore, if you are certain that a minicomputer is suitable, you may prepare a simpler RFP.

Vendors need to know just what it is you plan to automate, and what you expect the minicomputer to do. Thus, for each application, descriptions are necessary that include volume and nature of input, format and frequency of reports, inquiry requirements, record and file sizes and inter-relationship and preferably the implementation sequence.

Since you have already identified what is mandatory and what would be nice to have, include this too. Similarly, it is useful for the vendor to have the ultimate goal of your five-year plan. State whether you need software and services such as analysis and programming.

The vendor's proposal should clearly cover how he proposes to meet your requirements, and the cost. The proposal should state the configuration of hardware (what each piece of equipment is and its specifications) and what software, if any, is included. If he provides programming services they should be priced and an estimate given to do your job. You want to know the cost of purchasing versus leasing, what the annual equipment-maintenance contract costs and what it covers. Proposals should also cover staff training, time and cost. They should tell you how much free testing you get, and where.

You need to know something about the firm, too, such as how long it has been in business, value of its guarantees, its reputation, who else uses the equipment they want you to buy, where its service people are located, what kind of backup is available in case of equipment failure.

Some vendors supply program packages, but few municipalities find such packages to be satisfactory; therefore, programmers are required to either modify existing programs or to write new ones.

Whoever is doing the programming, whether the hardware vendor or a software house, should supply the same references as hardware firms. They should also give cost and time estimates, state what language will be used, and give names of municipalities that have used their services.

The decision you make is important and long range. It is easier to get into computerization than to get out of it. So, before you make your decision, check out the vendor(s) with municipal users. Go to the municipalities and ask them how they feel about the equipment and software, what problems they may have had and any suggestions as to how you can avoid them. Perhaps they already have programs that you can have for a nominal price. Perhaps you can work with them to develop new applications and share the cost.

Proposals may contain technical language with which you may be unfamiliar. Find out what new terms mean, and what the significance is to you, the user. You may wish to use a consultant, or to take advantage of municipal or other government expertise. In any event, don't be afraid to ask questions and get answers.

If you are able to find or modify a vendor's proposal that you feel meets your needs, notify the losers and negotiate a contract or contracts.

The most important thing to remember in the contract(s) for hardware and software is to spell out each and every point that has been agreed upon between you and the vendor. It is a rare standard vendor's contract that will cover everything you want, because it is primarily designed to protect him, not you. If the vendor's contract can't be modified easily, then draw up your own. It is desirable to obtain advice from your solicitor before signing the contract.

IMPLEMENTATION

The installation of a minicomputer entails all of the steps required for installation of any other computer, but some of them are shorter. For example, site preparation may be as easy as placing a static-free mat on the floor. This bulletin will not attempt to deal with implementation in detail, but will consider those areas with the greatest potential for problems or failure.

Before your applications can become operative, programs will probably have to be modified. In order to ensure the programmers can do your job properly, each application must be thoroughly documented. What was satisfactory for the initial proposals is wholly inadequate for programming. Every error or omission entails reprogramming that is time-consuming and expensive at best.

Make sure all programs are tested with real data before you accept them, whether they are bought as a package or custom-written for you. Leave enough time to train your staff in operating the new system before you discontinue the old one. Don't pay for anything until you are satisfied with it.

Because programming is crucial to a successful system, many municipalities have felt obligated to hire a programmer or train a member of staff. This reduces risks of failure considerably as well as enabling the municipality to respond to changes quickly. For example, new pay rates, a change in assessment tape format, or a new reporting requirement all entail programming modifications. However, don't expect a programmer to read your mind and know all the details of your system. Be prepared to go over the detailed documentation with him or her, so you both know exactly what is expected of the programs.

SUMMARY

- . A minicomputer is technically indistinguishable from other computers. For our purposes we have defined it as small, inexpensive, with limited capabilities and direct data input. It has discs and a screen for display, plus a printer.
- Before deciding upon a minicomputer as the most appropriate solution to your problems, check out other alternatives via a feasibility study or cost-benefit analysis:
- . Prepare a data-processing plan for your municipality for approximately a five-year period.
- Give a simple and clear description of what you require to vendors. Check out their proposals with other municipalities.
- Detail everything in contracts. Allow sufficient time for implementation hardware, software, testing, familiarization of staff, operation. Expect more problems with programs than equipment.
- . Call in experts if you need them, but don't expect them to know more about your needs than you do.

This bulletin was prepared in the:

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